

VICTORY
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VICTORY
HOME TV PROGRAMMER

MPT-02
OPERATION MANUAL

INTRODUCTION TO VICTORY

With the VICTORY you can transform your TV set into an electronic entertainment and educational center for your entire family.

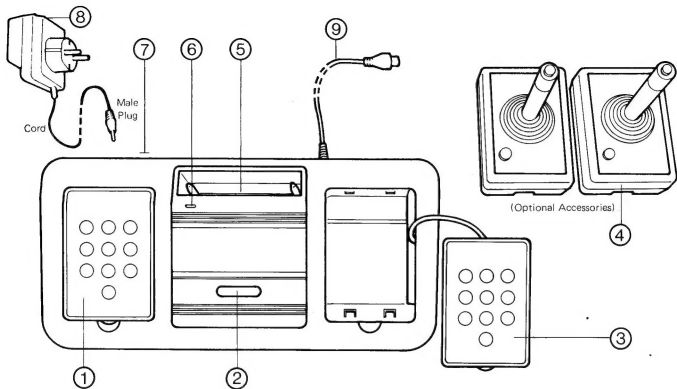
VICTORY is a microprocessor. The heart of the VICTORY is a 100% solid-state micro-miniature computer called COSMAC. It is smaller than a fingernail and contains over 6,000 transistors. Other solid-state devices provide over 25,000 bits of memory which are used to store programs.

Five different built-in creative, educational and action programs are included with the VICTORY computer unit: Doodle, Patterns, Bowling, Blackjack (1 player) and Blackjack (2 players).

Additional programs are available separately in PLUG-IN type cartridges:

- MG-201 Bingo
- MG-202 Concentration Match
- MG-203, Star Wars
- MG-204 Math Fun (School House II)
- MG-205 Pinball
- MG-206 Biorhythm
- MG-207 Tennis/Squash
- MG-208 Fun with Numbers
- MG-209 Computer Quiz (School House I)
- MG-210 Baseball
- MG-211 Speedway/Tag
- MG-212 Spacewar Intercept
- MG-213 Gun Fight/Moon Ship
- Etc.

There is no limit to your fun and action when you add more cartridges to your VICTORY library of programs. Your VICTORY works on TV sets of any screen size, either colour or monochrome.



CONTROLS

- (1) Remote control numeric keyboard **A**
- (2) Clear button (Game Reset)
- (3) Remote control numeric keyboard **B**
- (4) Joystick Adaptors
- (5) Plug-in cartridge socket
- (6) Power indicator
- (7) External power input jack
- (8) AC adaptor
- (9) Antenna cable

EXPLANATION OF CONTROLS

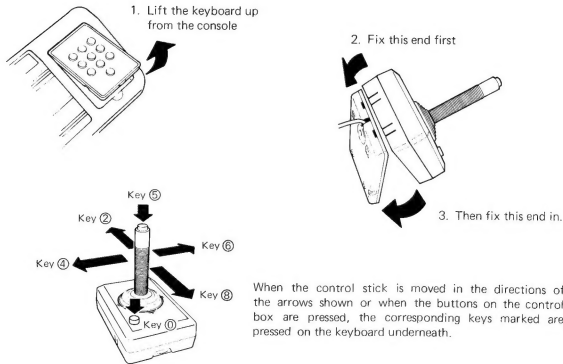
- **Remote Control Key Boards A & B (1) (3)**

Each keyboard is equipped with 3 feet cable for any convenient location away from the console within the length limit.

- **Joystick Adaptor (4)**

In some of the action program cartridges, efficient direction controls are required, player may combine the adaptor with his keyboard to form a **Joystick Control Box**.

JOYSTICK CONTROL BOX ASSEMBLY



- **Cartridge Socket (5)**

This socket is provided for PLUG-IN cartridge. For correct cartridge insertion, always have the slotted side of the cartridge (the instruction side of the cartridge label) face the **CLEAR** button.

Note : The resident games are retired when PLUG-IN program cartridge is used.

- **Power Indicator (6)**

The red indicator light shows that the console unit is energized and able to play.

- **Clear Button (2)**

When the button is pressed, it clears the screen and the previous game procedure. Game will restart only when appropriate game button is selected.

- **External Power Input Jack (7) & AC Adaptor (8)**

VICTORY is AC power operated only. It used AC power from the DC 9V adaptor inserted into the wall outlet. After use, be sure to unplug the adaptor from the outlet and disconnect the power jack from the console, as this is the only way to switch off the power from the unit.

GETTING READY TO PLAY

- (1) Connect the antenna cable (9) from VICTORY to the antenna terminal on the TV set.
- (2) Insert the male plug on the AC adaptor cord into the external power input jack (7) and plug the AC adaptor (8) into an AC outlet. The power indicator light is on.
- (3) Turn on your TV set. Select the TV channels corresponding to the channel label located on the bottom of the console unit. Press the console **CLEAR** button,

then press key ③ on keyboard **A** to obtain a pattern for adjustment purposes. Adjust TV set fine tuning or brightness and contrast for best picture image.

- (4) Then press either key ②, ⑤ or ⑧ on keyboard **A** and adjust the sound volume on the TV set to your taste.
- (5) Read individual instruction of the resident games or cartridge programs for game rules and controls. Now you are ready to play.

OWNER'S RESPONSIBILITY

1. Avoid pouring any liquid to the game unit
2. Avoid dropping any part of game unit on floor or other hard surface.
3. Avoid lifting game unit by its wires.
4. Avoid leaving game unit in extreme temperatures.
5. Keep cartridge socket and push keys away from dust. Always store game unit under dust protector when not using it.

TECHNICAL DATA

Operating Voltage	: 9V DC
Power Consumption	: 3.5W
Dimension	: 385(L) x 183(W) x 70(H) mm ³
Weight	: Approx. 1360g (game console only).
Optional Accessories:	Joystick Adaptors (4), AC Adaptor (8) : 9V DC 350mA

5 RESIDENT GAMES

DOODLE (One-player)

DOODLE is an interesting game for one player. It transforms your TV set to an electric blackboard. You can draw pictures words, in colour, at the same time playing musical tones, or play music by itself.

HOW TO PLAY

1. Press **CLEAR** key. Press key ① on keyboard **A**. A white dot will appear in the lower left corner of the screen.
2. You set the colour of the dot by pressing keys ③ through ⑩ and ⑪ on Keyboard **A**. These keys also generate sounds.

Key	Color	Tone/Note
③	Red	C (middle)
④	Blue	D
⑤	Violet	E
⑥	Green	F
⑦	Yellow	G
⑧	Aqua	A
⑨	White	B
⑩	Black	C

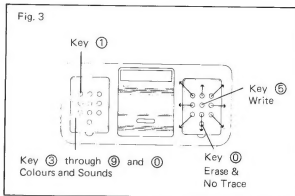
Tones are heard as long as the key is down (not exceeding two seconds).

3. Start moving the dot by pressing any of keys ①, ②, ③, ④ and ⑥, ⑦, ⑧, ⑨ on

Keyboard **B**, in the direction shown by small arrows in Fig. 3. (Key ② up; key ⑥, right, etc.)

If you hold the key down, the trace will continue in the selected direction.

Fig. 3



4. Press key ⑤ on Keyboard **B**, and you're ready to write.
 5. Erasing is easy. Just press key ⑪ on Keyboard **A** then move marker back over the trace. After Key ⑪ is pressed, you can also move spot anywhere you wish on the screen without leaving a mark. Press key ⑤ to resume doodling.
- Note: If spot or trace moves off doodle area, it will reappear on the opposite side.

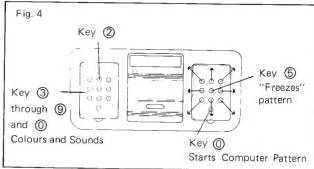
6. You can form patterns over your doodle by pressing key ② on Keyboard **A**. Proceed as in the PATTERN instructions. But do not press **CLEAR** or the doodle will be erased.

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PATTERNS

This game allows you to design millions of interesting and attractive patterns in colour with sound effects.

HOW TO PLAY



1. Press **CLEAR** key. Press key ② on Keyboard **A**.
2. Form a pattern design using the direction keys on the **B** Keyboard (key ② up, key ⑥ right, etc.) as in DOODLE).
Key ⑤ on the **B** Keyboard is a do-nothing key used for time delay.
3. You change the colour of the area surrounding the dot by pressing keys ③ through ⑨ and ⑩ on the **A** Keyboard. These keys record colour and sound in computer memory for playback when the pattern repeats. Colour changes and sound accompany a pattern being drawn.

Key	Colour	Tone/Note
③	Red	C (middle)
④	Blue	D
⑤	Violet	E
⑥	Green	F
⑦	Yellow	G
⑧	Aqua	A
⑨	White	B
⑩	Black	C

- How long you hold down a colour key determines the tone duration. However, this time changes if successive tones are entered one after another.
- Up to 128 key entries may be stored in memory. A colour key counts as three entries.
- If you make more than 128 key entries the computer will start to repeat the pattern. However, if the last key you pressed was ⑤ on the **KB** Keyboard, use key ⑩ to start the pattern sequence.
- Press key ⑩ on Keyboard **KB** and watch the computer form the pattern by repeating your design over and over.
To freeze pattern. The patterns can be stopped at any time by pressing key ⑤ on Keyboard **KB**. Start

pattern again by pressing key ⑩

PATTERN TIPS

- It's not necessary to start with a complex pattern. Try a simple pattern, and the computer will do the work for you.
- If you move the spot off the pattern area, it will reappear on the opposite side.
- To erase part of your basic design, just trace back over it in the reverse direction.
- Try these sample patterns:

Press keys ③ - ⑩ and watch the screen be painted white.

Press keys ⑥ - ⑥ - ⑥ - ② - ② - ⑩, then sit back and watch.

Press keys ③ - ③ - ③ - ⑥ - ⑥ - ⑩.

Press key ② fifteen times, then ⑥ - ⑩.

Press key ⑥ seven times, then ② - ② - ⑩.

Press key ⑥ fifteen times, ② four times, then ⑩.

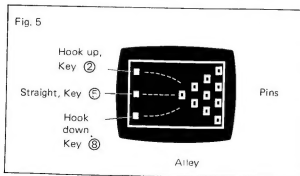
Design your own Indian Blanket; press ② fourteen times, ⑥ fourteen times, ⑧ thirteen times, ④ twelve times, ② eleven times, ⑥ ten times, ⑧ nine times, ④ eight times, and ② five times. Then press key ⑩ to start the pattern.

BOWLING

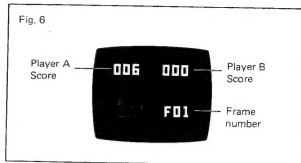
VICTORY computer bowling is a exciting game for two players.

HOW TO PLAY

1. Press **CLEAR** key. Press key **③** on Keyboard **A**.
Players score and frame number will appear briefly on Player A's side of the screen. The bowling alley with "ball" moving up and down at left will appear on the screen.
2. Player on Keyboard **A** goes first and gets two tries (if player bowls a strike, there is no second try). Ball is released by pressing either key **②** (hook upward), **⑤** (straight) or **⑧** (hook downward).



3. Player A's score appears, and frame number is shown on Player B's side of the screen.



4. Second player now bowls on Keyboard **B**.
5. After ten frames are played, player's total scores are displayed, and word "END" appears.

NOTES:

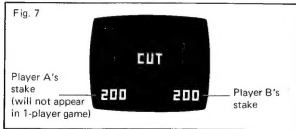
- Ball continues to move up and down until a **②** or **⑧** key is pressed on the player's keyboard.
- The word "MISS" will appear if no pins are hit. If you bowl a spare, you score 15 points, and "SP-15" appears on the screen. If you bowl a strike you score 20 points, and "ST-20" appears on the screen. 200 is a perfect game score.
- You'll improve with experience. Decide the type shot you want, pick your spot, and concentrate on your timing.

BLACKJACK

This game is quite similar to "LAS VAGAS" version of the game.

HOW TO PLAY

1. Press **CLEAR** key.
2. For 1-player game, press key **4** on Keyboard **A** .
For 2-player game, press key **5** on Keyboard **A** .
Game is played using both keyboards for 2-player game, and Keyboard **B** for single player game.
3. The "200" representing the stakes will appear at the bottom corners of the TV screen as shown in Figure 7. The stake will appear only on the right side in the single-player game.

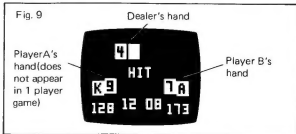


4. The word "CUT" will also appear on the screen. Whenever "CUT" appears at various times throughout the game, the dealer has shuffled the cards and is asking the player to cut. Cut cards by pressing key **0**

5. After the cut is made, the word "BET" will appear. Each player enters a bet of from \$1 to \$99 by pressing two successive keys **0** through **9** . For example, to bet \$5, press **0** followed by **5** . The amount of the bet will be displayed next to the stakes as shown in Figure 8 . The stakes will be reduced by the amount of the bet.

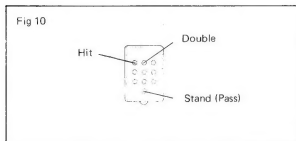


6. After bets are entered, two cards will be dealt to each player and to the dealer — with the dealer's second card face down.



7. Following the deal, the word "HIT" will appear on the screen. The bet display will flicker to indicate player's turn, with player B going first.

Note: If a player draws a natural (ace and 10-point card), the player automatically wins and the turn will go to the next player or the dealer. The player has three choices:



Hit — Press Key ① for each hit. Player may be dealt up to 5 additional cards.

Double — To double down, press Key ②. The amount of bet will be doubled, and player will be hit with just one more card. Turn will pass to next player or to dealer.

NOTE: When you double down and your total bet equals, or exceeds 100, the hundred digit (1) will not be displayed. Your stakes will be reduced by the actual total bet.

Stand — Press key ③. Turn will pass to next player or to dealer.

NOTE: If the card you draw puts your point total over 21, you "bust" and lose your bet.

8. After players have completed their turns the dealer will show the face-down card, and play out the hand (unless players have busted, and the dealer has already won). The dealer will draw additional cards as necessary, but will stand on any card count of 17 or higher, with one exception; the dealer will draw on a "soft" 17, where an ace is used as 11 points in the hand.
9. If you win, a "W" appears in place of your bet, and you will be paid off by an amount equal to your bet. If you win with a natural Blackjack, you receive an amount twice your bet.

Fig. 11



Typical display after a hand is completed. The dealer, with 17 points, tied played A. Player B won with 20 points. When the word "BET" appears player should bet to start a new hand.

If your card-count is the same as the dealer's you tie, and get back your bet. A "T" will appear in place of your bet.

If you bust, or have a lower card count than the dealer, you lose your bet.

10. After the hand is completed, the word "BET" will again appear on the screen. Players place their bet and a new hand will be dealt.

Play can continue until players lose their stakes, or break the bank by increasing their stakes above \$999.

11. When the word "CUT" appears on the screen, either player can cut by pressing the ① key on his key-board.